



DH2622 Human-Computer Interaction, Advanced Course with Prototyping 9.0 credits

Människa-datorinteraktion, fortsättningskurs med prototypning

Course syllabus for DH2622 valid from Autumn 09, edition 2.

Intended learning outcomes

In the course the student shall show that she can:

- analyze practice (needs and possibilities),
- chose among methods for user centered design
- work with and develop prototypes that suits for different phases in the design process
- chose among different techniques for creating prototypes with different precision (lo-fi or hi-fi) and understand their pros and cons
- reflect on prototypes grounded in relevant concepts
- create solutions based on a given situation
- motivate and criticize design decisions
- integrate, compare and relate theory and practice
- make decisions based on relevant motivation
- act independent (“captain”), theorize, generalize, go beyond established principles and theories.

Course main content

The framework of the course is a comprehensive project task where students apply theories and methods for user centered design. This task presupposes that the students must work individually and in groups in parallel to the course schedule. Three individual tasks will also be performed during the course.

Eligibility

Literature

Interaction Design. Preece, Sharp, Rogers. 2007

Löwgren, J. & Stolterman, E. 2004. Design av informationsteknik - materialet utan egenskaper. Lund: Studentlitteratur.

Articles can be added.

Examination

- INL1 - Assignments, 3.0 credits, grade scale: A, B, C, D, E, FX, F
- LAB1 - Laboratory Work, 3.0 credits, grade scale: P, F
- PRO1 - Project, 3.0 credits, grade scale: P, F

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: http://www.kth.se/csc/student/hederskodex/1.17237?l=en_UK.

Requirements for final grade

Home work (INL1; 3 university credits).

Lab work (LAB1; 3 university credits).

Project (PRO1; 3 university credits).